## **Breath of Fire III ArchMage/Berserker Guide**

by DragonGod LOrd

Updated to v1.1 on Jan 30, 2004

+=-+=-+=-+=-+=-+=-+=-+=-+=-+=-   BREATH OF FIRE III     ArchMage & Berserker   +=-+=-+=-+=-+=-+=-+=-+=-+=-+=-+=-+=-+=-+
Hello everyone, This is another Guide/FAQ of the Breath of Fire 3 and i don`t live in an
  english speaking country,so please forgive my writing errors. Im going to explain about
  the Archmage and the Berserker this time! Its going to be very detailed and with a lot of
  strategies!
  My name is Agustin, I am 15 years old and i live in Argentina, my nick is
"Zhadron DragonGod Lord" or just "Dragon Lord" and i love all 4 BoF`s.
My email for all type of things about this game and the other 3 is
acl87@ciudad.com.ar
  This FAQ can be freely used as long as my name and email appear in the credit files. It cannot
be moddified or selled or used for comercial uses.
v.1.1 30/01/04
+ Fixed all minor bugs
+ Added 6 strategies to the ArchMage.
+ Completed Apendix 1 and 3.
+ Started Apendix 2
v.1.0 17/03/03
Added Archmage and some strategies!
1)Contents: Title
Credits

	Version	
	Table of Contents	
  2)Apendix 1:	ARCHMAGE	
   1.1)	Technichal Info	
   1.2)	Strategies	
   1.3)	Conclusion	
  3)Apendix 2:	BERSERKER	
2.1)	Technichal Info	
2.2)	Strategies	
2.3)	Conclusion	
  3)Apendix 3:	Technical Info	
   3.1)	a) Best Equipment	
3.2)	Equipment Stats	
3.3)	About Dragons	
3.4)	Hidden Abilities from Weapons	
3.5)	Best Masters	
<		
*****	*****	*
*APENDIX A:	THE ARCHMAGE	
* *****	***************************************	*
1.1) Technica	l Info:	
The ArchMage is a purple Wizard (he looks alike Adepts, Codger and master Mygas) and has an average amount of HP. His special ability is the regenration (1500 HP after each turn). This guys have very powerfull magic attacks. They best spells are only the best: Mind Sword (best non-elemental spell) and Myollnir (best spell in the whole game // Major Thunder Damage). His attacks deal between 300HP and 600 HP (this is like an insta-kill againts every single char).		

The ArchMage is probably the most rare of all of the enemies on the game, so if you find one

are very lucky.

you

\_\_\_\_\_ |Stats:| \_\_\_\_\_ Health Points: 2500 48000 Experience: 3000 Zenny: // Accessory (All) Steal: Soul Gem (Saves user from death once) Soul Gem (Saves user from death once)// Accessory (All)Holy Avenger(Pwr125 Wgt+4 Holy Damage)// Weapon (Rei and Ryu) \\ Drop: Abilities: Benediction (Revives all Allies (may fail).) Blizzard (Major Ice Attack to everyone) Around 300+ damage. Mind Sword (Best Non-elemental attack to a single enemy) Around 400+ damage. Myollnir (Major Lightning Attack to a single enemy) Around 500-600 damage. \_\_\_\_\_ |Recommended Levels for Everyone| \_\_\_\_\_ Ryu 30+ (Warrior Form needs over 500 HP) Rei 35+ (Speed over 100) Nina 40+ (HP over 300) Momo 40+ (Defense over 200) Garr 35+ (Attack over 500) Peco 30+ (HP over 600) |2.2) The Battle |Strategy 1) Ryu, Rei, Momo!| ------+First Round (Chain Form) Have Ryu Turn Into the Warrior+Thunder Form Have Momo cast Speed on Rei Have Rei cast Speed on himself NOTE: If Rei is dead just run away because he must be alive in order to speed up Ryu to get the Double Aura Attack (one in normal turn and one in Ex Round) +Second Round Have Ryu cast Aura Have Rei cast Speed on Ryu Have Momo cast Speed on Ryu NOTE: If Momo/Rei is dead it is going to be very hard to kill the Archmage. If the Archmage kills Ryu, then you must repeat the tactic again. +Ex Round Have Ryu cast Aura again Have Rei use an Ammonia (if Momo is Dead)/Use Pilfer NOTE: The Archmage's low HP wont resist 2 Auras so its a granted victory! |Strategy 2) Ryu, Rei, Garr!| ------+First Round (Chain Form) Have Ryu Turn Into the Warrior+Thunder Form Have Rei cast Barrier on himself Have Garr use a Force Armor on himself +Second Round Have Ryu cast Focus

Have Rei cast Speed on Ryu Have Garr use a Robe of Wind on Ryu +Ex Round Have Ryu cast Aura +Third Round Have Ryu cast Aura Have Rei cast Barrier on himself Have Garr use a Force Armor on himself +Ex Round Have Ryu cast Aura NOTE: If Garr/Rei is dead it is going to be very hard to kill the Archmage. If the Archmage kills Ryu, then you must repeat the tactic again. NOTE: If Garr's HP is high enough he's going to survive the Archmage's MindSword. |Strategy 3) Ryu, Rei, Nina!| ------NOTE: This is the Hardest way for killing him and survive with the three chars !! +First Round (Chain Form) Have Ryu Turn Into the Warrior+Thunder Form Have Rei cast Speed on himself Have Nina cast Meditation +Second Round Have Ryu cast Aura Have Rei cast Speed on Ryu Have Nina cast Myollnir NOTE: If Nina survives the attacks of the ArchMage then use Myollnir which is going to deal around 800HP+!! +Ex Round Have Ryu cast Aura again Have Rei use an Ammonia (if Nina is Dead)/Use Pilfer +=-+=-+=-+=-+=-+=-+=-+= |Strategy 4) Ryu, Rei, Peco!| \_\_\_\_\_ NOTE: This is one of the easiest way for killing him and survive with the three chars!! +First Round (Chain Form) Have Ryu Turn Into the Warrior+Thunder Form Have Rei cast Speed on himself Have Peco cast WarShout +Second Round Have Ryu cast Aura Have Rei cast Speed on Ryu Have Peco cast Aura NOTE: My peco has done a damage from around 700HP+ (which is incredible for Peco) +Ex Round Have Ryu cast Aura again Have Rei use an Ammonia (if Peco is Dead)/Use Pilfer

|Strategy 5) Ryu, Nina, Peco!| \_\_\_\_\_ +First Round (Chain Form) Have Ryu Turn Into the Warrior+Thunder Form Have Nina use Robe of Wind's Ability on Ryu Have Peco cast WarShout +Second Round Have Ryu cast Aura Have Nina use Robe of Wind's Ability on Ryu Have Peco cast Aura +Ex Round Have Ryu cast Aura again NOTE: Dont revive if anyone is dead |Strategy 6) Ryu, Nina, Momo!| ------+First Round (Chain Form) Have Ryu Turn Into the Warrior+Thunder Form Have Nina use Robe of Wind's Ability on Ryu Have Momo cast Speed on herself +Second Round Have Ryu cast Aura Have Nina use Robe of Wind's Ability on Ryu Have Momo cast speed on herself +Ex Round Have Ryu cast Aura again Have Momo Raise Dead (if Nina is Dead)/Use Double Blow |Strategy 7) Ryu, Nina, Garr!| \_\_\_\_\_ +First Round (Chain Form) Have Ryu Turn Into the Warrior+Thunder Form Have Nina use Robe of Wind's Ability on Ryu Have Garr cast Resist +Second Round Have Ryu cast Aura Have Nina use Robe of Wind's Ability on Ryu Have Garr cast Resist/Jump +Ex Round Have Ryu cast Aura again |Strategy 8) Ryu, Momo, Garr!| \_\_\_\_\_ +First Round (Chain Form) Have Ryu Turn Into the Warrior+Thunder Form Have Garr use Robe of Wind's Ability on Ryu Have Momo cast Speed on Ryu +Second Round Have Ryu cast Aura Have Momo cast Raise Dead on Garr (if he is dead)/Defend

Have Garr cast Resist/Jump (if Momo is dead use Ammonia)

+Ex Round Have Ryu cast Aura again NOTE: Only revive in the second Turn |Strategy 9) Ryu, Momo, Peco!| ------NOTE: This is one of the easiest way for killing him and survive with the three chars !! +First Round (Chain Form) Have Ryu Turn Into the Warrior+Thunder Form Have Peco cast War Shout Have Momo cast Speed on Ryu +Second Round Have Ryu cast Aura Have Momo cast Raise Dead on Peco (if he is dead)/Defend Have Peco Cast Aura +Ex Round Have Ryu cast Aura again |Strategy 10) Ryu, Peco, Garr!| \_\_\_\_\_ NOTE: This is one of the easiest way for killing him and survive with the three chars !! +First Round (Chain Form) Have Ryu Turn Into the Warrior+Thunder Form Have Peco cast War Shout Have Garr use Robe of Wind's Ability on Ryu +Second Round Have Ryu cast Aura Have Garr use Ammonia (if Peco is dead)/Resist Have Peco Cast Aura/ Ammonia (if Garr is dead) +Ex Round Have Ryu cast Aura again 1.3) CONCLUSION: OK, That was all about the ArchMage. For getting all the trouble beating the ArchMage you will recieve the Holy Avenger (see apendix 3.3 to see its ability and 3.2 to see its stats) \_\_\_\_\_ -> \*APENDIX B: THE BERSERKER 1.1) Technical Info:

The Berserker is a killing Machine (he looks like DeatBots and MultiBots) and has a godly HP. His special ability is his unbelievable Defence and Strengh. This guys have 3 very powerfull spells, but can be easily controlled.

The First one, Fire Whip, just have some Fire Ring on everyone. The Second one, Ruby Flare (only used when HP is ~ 6666), just have a Soul Gem on everyone. The Third one, Berserker, just use Influence on 1 char of yours, that has Resist. His attacks deal between 300HP and 600 HP. Although this guy is not hard it has pretty high HP amount so its going to be very long. ======= |Stats:| ======= Health Points: 30000 Experience: 30000 1000 Zenny: Aries Gloves (Def44 Wgt+2 Power+5 ) // Shield (All)  $\setminus$ Steal: Rufad's Spear(Pwr108 Wgt+2 Holy Damage) // Weapon (Garr) \\ Drop: Abilities: Ruby Flare (Top Flare Magic. Major Damage to a single enemy.) Fire Whip (Major Fire Attack to everyone) Around 400+ damage. Berserker (Becomes berserker for 3 turns. Then Death) Around 300-600 damage. \_\_\_\_\_ |Recommended Levels for Everyone| \_\_\_\_\_ Ryu 25+ (Warrior Form needs over 400 HP) Rei 30+ (Speed over 90) Nina 35+ (HP over 250) Momo 35+ (Defense over 150) Garr 30+ (Attack over 400) Peco 25+ (HP over 550) <------> \*APENDIX C: TECHNICAL INFO \_\_\_\_\_ |3.1) Best Equipment| \_\_\_\_\_ Rvu Weapon: Dragon Blade/Goo King Sword Armor: Mist Armor/Dragon Armor Helmet: Aries Gloves Shield: Dragon Shield Ring: Spirit Ring/Ivory Charm Rei Weapon: Holy Avengers Armor: Burglar Garb Helmet: Divine Helm Shield: Aries Gloves Ring: Spirit Ring/Ivory Charm Nina Weapon: Ouroboros Armor: Diana's Dress Helmet: Silver Tiara Shield: Aries Gloves

Ring: Spirit Ring/Ivory Charm Momo Weapon: Atomic Bomb Armor: Diana's Dress Helmet: Silver Tiara Shield: Aries Gloves Spirit Ring/Ivory Charm Ring: Peco Weapon: DragonFang Armor: AmberBPlate Helmet: Tiger's Cap Shield: Aries Gloves Ring: Spirit Ring/Ivory Charm Garr Weapon: Dragon Spear/Beast Spear/Rufad's Spear Armor: Gideon's Garb/Life Armor Helmet: Divine Helm Shield: Aries Gloves Ring: Spirit Ring/Ivory Charm \_\_\_\_\_ |3.2) Equipment Stats| \_\_\_\_\_ |Name: |Wgt | Atk |Zenny| Character | Properties | \*\_\_\_\_\* |Ouroboros |5 |80 |22000|Nina |+10Int Power| |Dragon Fang |1 |85 |22000|Peco |----| |Rufad's Spear |2 |108 |65000|Garr |Holy PowerUP| |Seeking Sword |2 |110 |20000|Ryu |HeroicStrngh| |DragonSlayer| |DivineStrngh| |Dragon Spear |6 |110 |19000|Garr |Holy Avenger |4 |125 |40000|Ryu/Rei |Dragon Blade |4 |130 |?????|Ryu |FlamePropert| |Beast Spear |15 |150 |20000|Garr |Drains10% HP| |Goo King Sword|4 |180 |65000|Ryu |----| |Atomic Bomb |1 |198 |16000|Momo |----| \*\_\_\_\_\* |ARMOR NAME |Wgt | Def |Zenny| Character | Properties | \*\_\_\_\_\_\* |Amber BPlate |4 |45 |6100 |All |----| |Burglar Garb |0 |64 |19500|Rei |+5 Speed |Diana's Dress |4 |72 |28000|Nina/Momo |Holy PowerUP| |Absorbs Fire| omo |Sacred Armor| |Dragon Armor |6 |73 |42000|Ryu |Mist Armor |4 |75 |65000|Ryu/Momo |Life Armor |8 |80 |48000|Ryu/Rei/Garr |Regens 1 HP | |Gideon's Garb |12 |82 |25000|Garr |+5 Atk Power| \*\_\_\_\_\* \*\_\_\_\_\* | SHIELD NAME |LBs | Def |Zenny| Character | Properties | \*\_\_\_\_\_\* |Dragon Shield |3 |42 |32000|Ryu |Absorbs Fire| |Aries Gloves |2 |44 |6100 |All |+5 Atk Power| |Giant Shield |5 |45 |15000|Garr |------| \*\_\_\_\_\*

```
| HELMET NAME |LBs | Def |Zenny| Character | Properties |
*_____*
|Silver Tiara |1 |23 |12500|Nina/Momo |------|
|Divine Helm |2 |26 |16000|Ryu/Rei/Garr |Sacred Helm |
                                    |Resist Fire |
|Dragon Helm |2 |30 |18000|Ryu
*____*
_____
|3.3) Best Dragon Forms|
_____
+-+-+-+
|Warrior|
+-+-+-+
Force
Gambit (0)
Aura (20)
Focus (0)
Added Genes: Elemental properties, and Defender/Eldritch elements.
+-+-+-
|Tiamat|
+-+-+-
Shadow + Trance
Doom Breath (0)
Shadow Breath (0)
Venom Breath (3)
If you use this gems will failes and you become as a result:
Failure- Whelp
Fusion- Hybrid
Infinity- Kaiser (berserk)
+-+-+-+-
|Myrmidon|
+-+-+-+-
Power + Trance
Aura (20)
Gambit (0)
Flame Strike (1)
Thunder Strike (3)
Frost Strike (2)
Wind Strike (1)
Holy Strike (4)
Aura Breath (0)
Restore Form (0)
If you use this gems will failes and you become as a result:
Shadow- Tiamat
Failure- Whelp
Infinity- Kaiser (berserk)
+-+-+-
|Kaiser|
+-+-+-
Infinity + Radiance + Trance Genes.
```

\*\_\_\_\_\_\*

```
Same Abilities as Ryu
+-+-+-+-
|Wildfire|
+-+-+-+-
Gross + Thorn + Reverse
Charge (0)
Counter (0).
 _____
=HIDDEN ABILITIES FROM WEAPONS=
_____
Dragon Blade ..... Fireblast
Holy Avenger ..... Might
Laquer Staff ..... Silence
Mind Shield ..... Steals Enemy's AP.
Piercing Edge ..... Weaken
Robe Of Wind ..... Speed
Royal Sword ..... Lightning
Thunder Rod ..... Jolt
Wind Cutter..... Cyclone
Force Armor ..... Barrier
Holy Robe ..... Heal
Blessed Staff ..... Heal
PiercingEdge..... Weaken
Ouroboros..... ??????
Royal Dagger..... Protect
.I promise to add more when i get all of them!
_____
|3.5) Best Masters|
_____
Master: Fahl
Location: Genmel (Arena)
Accessible: After beating Stallion
Requirement: Win 30 fights without resting
Stat. Change: HP+4, Def+3, Pwr+1, Agl-3, Int-3
Abilities: Charge, Counter, Resist
Master: Emitai
Location: Dauna Region
Accessible: When Ryu is an adult
Requirements: 1000 Zenny
Stat. Change: AP+4, Int+4, Pwr-2, Def-2
Abilties: Barrier, Mind Sword, Enlighten
Master: Deis
Location: Mt. Zublo
Accessible: When you've spoken to the mayor of Parch about the Legendary Mariner
Requirements: You have to call her "Ma'am"
Stat. Change: AP+3, Pwr+1, Agl+1, Int+3, HP-3, Def-3
Abilities: Inferno, Blizzard, Sirrocco, Myollnir, Celerity
Master: Ladon
Location: Dragnier
Accessible: When you get there
Requirements: Ryu must have all dragon genes
Stat. Change: Pwr+3, Def+2, Agl+1, Int+2, AP-6, HP-6
```

Abilities: Mind's eye, Warth Of Light, Holy Strike, Aura

This document is copyright DragonGod LOrd and hosted by VGM with permission.